

ABSTRACT

A geometric hashing method usable by a machine vision system for model-based recognition of an object. More specifically, in a computer having a texture engine, a method of pattern matching for recognition of objects within an image. The method comprises the following steps: deriving at least one target primitive representative of the image; forming at least one basis from at least one target primitive; in the texture engine, determining, for each one of the at least one basis, an affine invariant representation of the at least one target primitives; and identifying, using the affine invariant representation, at least one predefined model primitives that at least partially matches the at least one target primitives.